

Amendments to the Specification:

Please replace paragraph number [0027] with the following rewritten paragraph:
[0027] As shown in FIGS. 1-12, a hand-held pinball game 11 has a changeable display 13. The hand-held pinball game 11 has a housing 21 having a front face 23. A display screen 31 is formed in the front face 23 of the housing 21. A first opening 41 in the housing 21 receives a first display card 51, which is visible through the display screen 31. The first display card 51 is insertable and removable through the first opening 41. A second opening 43 in the housing 21 receives a second display card 53 so that the pinball game display 13 may be changed by a player. An impact sensor 61 in the housing 21 allows the player to nudge or tap the housing 21 to change the path of the simulated pinball 71.

Please replace paragraph number [0034] with the following rewritten paragraph:
[0034] An impact sensor 61 includes a spring weighted actuator 63 that is attached on one end to the housing 21 and a switch 65 is disposed within the housing 21 of the game 11. The impact sensor switch 65 is activated by movement of the housing 21 when a player nudges or taps the housing. The weighted actuator 63 is attached to the housing 21 at one end 64 and contains a weight 67 on the other end that swings in a pendulum motion when the game is tapped or nudged by the player. The weighted actuator 63 is damped by a torsion spring 69 that maintains a neutral position when the game is at rest. The switch 65 is activated when the weighted actuator 63 moves laterally and contacts the switch when the game is tapped or nudged by the player. Preferably, there are first and second impact sensors 61 and 62. Preferably, the second impact sensor is a mirror image of the first impact sensor, as shown in FIG. 4. A first impact sensor 61 is positioned proximal the left face 27 of the housing 21, and a second impact sensor 62 is positioned proximal the right face 28 of the housing. Movement of the left and right faces of the housing is detected by the corresponding impact sensors 61 and 62, which transmits a signal to the printed circuit board 81, thereby shifting the simulated pinball ~~94~~ 71. Preferably, the impact sensor is a conventional reed switch. The program allows a limited number of impacts to change the ball path within a given time frame. If the number of impacts during an established time frame is exceeded, the game will "tilt" and terminate.

Please replace paragraph number [0039] with the following rewritten paragraph:

[0039] Pressing the power button 77 causes the batteries to supply power to the printed circuit board 81, display screen 31 and speaker 91. Text messages allowing the player to select various features of the game are displayed in the dot-matrix portion 33 of the display screen. ~~LCD's~~ LED's 83 mounted on the printed circuit board are lit to simulate the lights of a stand-up pinball game. Speaker 91 emits sounds in response to play of the hand-held pinball game 11 to simulate the sounds of a stand-up pinball game. Pressing sound button 78 alternately turns the speaker 91 on and off, thereby allowing the player to mute the sounds if desired.

Please replace paragraph number [0040] with the following rewritten paragraph:

[0040] Once the desired features of the game have been selected, a simulated pinball 94 71 is launched into play by pulling back on the plunger 76. Initially, all the plunger segments 36 are energized. As the plunger 76 is pulled further back, more plunger segments 36 become de-energized and disappear. The fewer plunger segments 36 that are visible, i.e., the more plunger segments that are de-energized, the more power that is to be supplied to the launched simulated pinball 71. If a weaker launch is desired, a minimal amount of plunger segments 36 should be de-energized. The player releases the plunger 76 when a desired amount of plunger segments 36 have been de-energized corresponding to the amount of power to be supplied to the simulated pinball 71.